

# **Rock Raiders**

## **Proof Of Concept Requirements.**

### **Engine Solution.**

- A functional demonstration of the game engine in both the constrained and first person perspectives.
- An example of the environment terrain with some detailed textures.
- Examples of the real time lighting effects.
- Level Building Tools.
- A functional demonstration of the level editor.

### **In-game Graphics.**

- Examples of the overall look and feel of in-game graphics in both the constrained and the first person perspectives.
- Mini figures – demonstrate the scale and how they will animate reacting to a couple of hazards / attacks / idle frames.
- Demonstrate a single building being constructed and demolished.
- An example of an in-game vehicle.
- In-game Music and SFX.
- An example of in-game music.
- An example of in-game sound effects.

### **Interface Design.**

- Preliminary work on the game interface, addressing the issues of in-game player prompts and tutorials.
- Examples of the graphical style of the interface panel and the icons.

### **Storyboards.**

Detailed artwork and storyboards for the intro, the outro and all cut sequences. This is dependent on the approval of a revised story for Rock Raiders.

### **Technical Design Review, (TDR).**

- Outline the implementation plan for use of sound cards and graphic cards with particular reference to 3D accelerators.
- Outline the implementation plan for using Pentium ii and Katmai\* instructions.
- Outline the implementation plan for network and internet play.

### **PSX Version.**

A detailed design document outlining any / all the changes required for a console version of the game (e.g. PSX, N64).

### **Design Document.**

A final design document will need to be supplied and approved.

### **Milestone Schedule.**

A final detailed milestone schedule will need to be supplied for a product delivery of summer 1999.

Include a breakdown of monthly tasks and objectives for each team member.